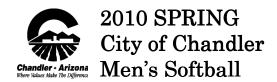


Tuesday	League	Snedigar	Site
Nights	D#2	Sportsplex	Supervisors
Updated scores and standings will be updated on Mondays after 4:00 p.m. Questions? Call Ken Sipes at 480-782-2704.	Inquiries on game cancellations due to weather, call the Sports Hot Line at 480-782-2715 , push #6 (weather info), after 3:00 p.m.	Games will be played at Snedigar, 4500 S. Basha Rd. (1/2 m. south of Ocotillo Rd.) Games will be played on fields SS5 and SS6.	Rachel Mason Reuben Garcia

TEAMS	1.	Whosever	5.	Penguins
	2.	Desert Dawgs	6.	Omega
	3.	Richard Cranium	7.	Chandler Nazarene
	4.	Hit & Run	8.	Bar & Bongo Club

DATE	FIELD	6:20 P.M.	7:20 P.M.	8:20 P.M.	9:20 P.M.
April 6	SS5	1-6	6-1	8-3	3-8
	SS6	4-7	7-4	2-5	5-2
April 13	SS5	3-7	7-3	8-4	4-8
	SS6	6-2	2-6	1-5	5-1
April 20	SS5	4-6	6-4	7-1	1-7
	SS6	2-8	8-2	5- 3	3-5
April 27	SS5	4-5	5-4	1-2	2-1
	SS6	6-3	3-6	7-8	8-7
May 4	SS5	1-3	3-1	6-8	8-6
	SS6	5-7	7-5	2-4	4-2
May 11	SS5	2-7	7-2	6-5	5-6
	SS6	8-1	1-8	3-4	4-3
May 18	SS5	4-1	1-4	3-2	2-3
	SS6	5-8	8-5	7-6	6-7
May 25		POST SI	EASON TOURN	AMENT	





League Standings

Tuesday D#2

Updated - May 26, 2010

Place	Team	Wins	Loses	Tie	Forfeits
1	Hit N Run	13	1		
2	Bar & Bongo Club	12	2		
3	Whosever	9	5		
4	Richard Cranium	6	7	1	
5	Omega	5	8	1	
6	Desert Dawgs	4	8	2	
7	Chandler Nazarene	4	10		
8	Penguins	1	13		

If teams are tied during the regular season, final standings will be decided in the following manner:

Contact: For all sports league related questions please e-mail Ken Sipes, Recreation Coordinator I at kenneth.sipes@chandleraz.gov or call (480) 782-2704.

⁻If two teams tie for a position in the standings whichever team defeated the other during the regular season will then receive the higher position in the standings.

⁻If all teams that are tied have identical win/loss records against each other, then a run differential formula will be used.

Game Results

Game Results for: April 6, 2010

Tuesday D2 Snedigar

FIELD	TIME	WINNER	SCORE	LOSER	SCORE
SS5	6:20 PM	Omega	7	Whosever	6
SS5	7:20 PM	Whosever	18	Omega	4
SS5	8:20 PM	Bar & Bongo Club	15	Richard Cranium	11
SS5	9:20 PM	Bar & Bongo Club	18	Richard Cranium	6
SS6	6:20 PM	Hit N Run	14	Chandler Nazarene	6
SS6	7:20 PM	Hit N Run	18	Chandler Nazarene	6
SS6	8:20 PM	Desert Dawgs	17	Penguins	3
SS6	9:20 PM	Desert Dawgs	23	Penguins	4

Game Results for: April 13, 2010

Tuesday D2 Snedigar

FIELD	TIME	WINNER	SCORE	LOSER	SCORE
SS5	6:20 PM	Chandler Nazarene	19	Richard Cranium	7
SS5	7:20 PM	Richard Cranium	17	Chandler Nazarene	5
SS5	8:20 PM	Hit N Run	17	Bar & Bongo Club	5
SS5	9:20 PM	Hit N Run	17	Bar & Bongo Club	3
SS6	6:20 PM	Desert Dawgs	15	Omega	8
SS6	7:20 PM	Omega	11	Desert Dawgs	11
SS6	8:20 PM	Whosever	18	Penguins	4
SS6	9:20 PM	Whosever	24	Penguins	0

Game Results for: April 20, 2010 Tuesday D2 Snedigar

FIELD	TIME	WINNER	SCORE	LOSER	SCORE
SS5	6:20 PM	Hit & Run	14	Omega	10
SS5	7:20 PM	Hit & Run	9	Omega	2
SS5	8:20 PM	Whosever	22	Chandler Nazarene	2
SS5	9:20 PM	Whosever	23	Chandler Nazarene	19
SS6	6:20 PM	Bar & Bongo Club	11	Desert Dawgs	10
SS6	7:20 PM	Bar & Bongo Club	15	Desert Dawgs	12
SS6	8:20 PM	Richard Cranium	17	Penguins	4
SS6	9:20 PM	Richard Cranium	24	Penguins	4

Game Results for: April 27, 2010 Tuesday D2 Snedigar

FIELD	TIME	WINNER	SCORE	LOSER	SCORE
SS5	6:20 PM	Hit N Run	22	Penguins	9
SS5	7:20 PM	Hit N Run	15	Penguins	3
SS5	8:20 PM	Whosever	13	Desert Dawgs	7
SS5	9:20 PM	Whosever	10	Desert Dawgs	4
SS6	6:20 PM	Richard Cranium	15	Omega	8
SS6	7:20 PM	Omega	18	Richard Cranium	1
SS6	8:20 PM	Bar & Bongo Club	23	Chandler Nazarene	10
SS6	9:20 PM	Bar & Bongo Club	23	Chandler Nazarene	10

Game Results for: May 4, 2010 Tuesday D2 Snedigar

FIELD	TIME	WINNER	SCORE	LOSER	SCORE
SS5	6:20 PM	Whosever	14	Richard Cranium	9
SS5	7:20 PM	Richard Cranium	9	Whosever	7
SS5	8:20 PM	Bar & Bongo Club	12	Omega	8
SS5	9:20 PM	Bar & Bongo Club	18	Omega	13
SS6	6:20 PM	Penguins	17	Chandler Nazarene	7
SS6	7:20 PM	Chandler Nazarene	16	Penguins	14
SS6	8:20 PM	Hit N Run	6	Desert Dogs	2
SS6	9:20 PM	Hit N Run	13	Desert Dogs	6

Game Results for: May 11, 2010 Tuesday D2 Snedigar

FIELD	TIME	WINNER	SCORE	LOSER	SCORE
SS5	6:20 PM	Chandler Nazarene	9	Desert Dawgs	6
SS5	7:20 PM	Desert Dawgs	14	Chandler Nazerene	13
SS5	8:20 PM	Omega	14	Penguins	3
SS5	9:20 PM	Omega	13	Penguins	2
SS6	6:20 PM	Bar & Bongo Club	13	Whosever	12
SS6	7:20 PM	Bar & Bongo Club	17	Whosever	5
SS6	8:20 PM	Hit N Run	24	Richard Cranium	3
SS6	9:20 PM	Hit N Run	11	Richard Cranium	3

Game Results for: May 18, 2010

Tuesday D2 Snedigar

FIELD	TIME	WINNER	SCORE	LOSER	SCORE
SS5	6:20 PM	Hit N Run	9	Whosever	3
SS5	7:20 PM	Whosever	12	Hit N Run	7
SS5	8:20 PM	Richard Cranium	25	Desert Dawgs	8
SS5	9:20 PM	Richard Cranium	10	Desert Dawgs	10
SS6	6:20 PM	Bar & Bongo Club	9	Penguins	8
SS6	7:20 PM	Bar & Bongo Club	10	Penguins	5
SS6	8:20 PM	Chandler Nazarene	16	Omega	7
SS6	9:20 PM	Omega	21	Chandler Nazarene	8

Game Results for:

Tuesday D2 Snedigar

FIELD	TIME	WINNER	SCORE	LOSER	SCORE
SS5	6:20 PM	Desert Dawgs	11	Fab Yep Nopes	10
SS5	7:20 PM	Yard Dogs	15	Penguins	10
SS5	8:20 PM	Yard Dogs	14	Desert Dawgs	9
SS5	9:20 PM	Yard Dogs	19	Slumbusters	11
SS6	6:20 PM	Chandler Nazarene	16	Omega	13
SS6	7:20 PM	Slumbusters	15	Wolfpack	3
SS6	8:20 PM	Slumpbusters	16	Chandler Nazerene	11

D#2 Tournament Seeding						
Seed	League	Team	Wins	Loses	Tie	Total Runs
1	D1	Yard Dogs	7	7		
2	D1	Slumpbusters	6	8		
3	D2	Omega	5	8	1	
4	D2	Desert Dawgs	4	8	2	
5	D1	Fab Yep Nopes	4	10		161
6	D2	Chandler Nazerene	4	10		146
7	D1	Wolfpack	1	13		124
8	D2	Penguins	1	13		80

If teams records are tied at the end of the regular season, final seedings will be decided in the following manner:
- If two teams records are tied in the standings, whichever team defeated the other during the regular season will then receive the higher position in the tournament seedings.

- If two teams that play in different leagues are tied in the standings, then a total runs formula will be used.

- If two or more teams are tied in the standings, then a total runs formula will be used.

City of Chandler Tournament Bracket Tuesday D#2

Tuesday D#2 tournament will consist of both Tuesday D leagues. If you do not see your team listed on this schedule, please look at D#1 schedule.

